

## Dinosaur Safari Junior: A Walk in Jurassic Park ver062211



### Introduction

The rules used are a simplified variant of the *Saurian Safari* rules developed by Chris Peers and published by HLBS publishing 2002. This is an instructional aid used for the Smithsonian Summer camp program. Read Dino Safari Jr rules.

### Late Jurassic Scenario: A Walk in the Jurassic Park.

The Morrison represents a widespread area in the western United States during the Late Jurassic. It was a flood plain characterized by rivers, small ponds, and lakes in the wet season. The semiarid Morrison Formation formed as a series of streams, lakes, and rivers and was seasonally wet and dry. The Morrison is world famous for its fossils of the dinosaurs *Apatosaurus*, *Stegosaurus*, *Allosaurus*, *Diplodocus*, *Camarasaurus*, *Ceratosaurus*, and *Brachiosaurus*. Plants

were giant conifers, ginkgo, cycads, horsetails, and ferns. No flowering plants or grass.

This scenario is designed to teach the gamers what animals and plants lived in the Late Jurassic of North America. The Game Master (GM) will manage a group of campers, four is suggested but the GM can vary it and walk them through the scenario by setting a goal. Find a dinosaur egg, find a rare dinosaur species, or reach a certain location and return to camp. Keep simple goals and use GM options to keep action going. Set turn order before the game (i.e., who shoots/moves first). Note the rules intentionally make it harder if the team splits up. Optionally, track the hunter kills.

## **Scenario Background**

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The GM will set up the hex map. Vegetation should be denser closer to the water. Horsetails and ferns should be set up around river hexes, fewer if you are doing the dry season. Next, use pine and fir models to represent the conifers. Further away from water, set up the palms to represent the cycads and cycadoids. A limited number of smaller, broader leafed trees can be set up to represent the ginkgos. These are more common at the higher latitudes.

## Encounters

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### Armored Dinosaurs



#### *Stegosaurus*

Occurrence: 10%

*Stegosaurus* is common through out the Morrison.

*Stegosaurus* seems to have preferred the better-watered river areas. It moves 1 hex, toughness 7, damage 12. If the character shoots and hits it, it charges with a tail attack and the character rolls  $-2 < \text{Agility}$  or is killed.

**GM option:** Add 1 – 3 young stegosaurus.

### Sauropods

Occurrence: 40%

The enormous four-legged plant eaters called sauropods were the dominant animals of the period. At least seven kinds of sauropods are known to have lived in North America in the Late Jurassic period. These are *Apatosaurus* (Brontosaurus), *Camarasaurus*, *Haplocanthus*, *Diplodocus*, *Barosaurus*, *Brachiosaurus*, and *Suuwassea*. *Diplodocus* is one the more common sauropods in the Morrison.

Track ways have produced some interesting speculation about the behavior of sauropods. They seem to move in small groups, indicating they were social to some extent. You would expect large animals to have large ranges and migrate regularly. The different size of the footprints of some track ways has suggested that young animals traveled with the group, perhaps were protected by being in the

center of the group. Other track ways seem to suggest young animals traveled in groups on their own. When shot or stampeded, roll d6 for direction with 1; begin at the top of the hex count clockwise.



### *Apatosaurus*

Occurrence: 10%

*Apatosaurus* is a fatter relative of Diplodocus. It is common and may have been solitary. Several fossils of young animals have been found near adults. *Apatosaurus* is also known by its junior synonym, *Brontosaurus*. It moves 2 hexes, toughness 6, damage 40.

**GM option:** Add 1 – 2 young sauropods.



### *Brachiosaurus*

Occurrence: 5 %

*Brachiosaurus* is rare. It is thought to be social. It moves 3 hexes, toughness 6, and damage 80.



### *Camarasaurus*

Occurrence: 10%

*Camarasaurus* was the most common sauropod and one of the earliest to appear. Smaller at about 30 - 60 feet and social. It moves 3 hexes, toughness 6, damage 20.



### *Diplodocus*

Occurrence: 10%

***Diplodocus*** was common. It was about 88 feet long but lighter and more social than ***Apatosaurus***. Since sauropods continued growing as they aged, ***Seismosaurus*** and ***Supersaurus*** at 130 to 150 feet may have been an old individual of ***Diplodocus*** or its close relative ***Barosaurus***. It moves 2 hexes, toughness 6, damage 20.



Young sauropods occurrences: 5%.

Remains of many young have been found. From track evidence, some sauropod young seem to have lived in groups separate from adults. It moves 2 hexes, toughness 3, and damage 10.

## Big Carnivores

Occurrences: 10%

They can see everything and always charge unless the hunter is blocked by trees or no hunter moves in which case there is a 30% chance of not be seen. GM determines sight.

GM option: Scavengers are attracted to kills. ***Allosaurus*** or ***Ceratosaurus*** can appear within two hexes of recent sauropod or stegosaur kill by the hunters.



***Allosaurus***

Occurrences: 10%

They are the most common carnivore of the Morrison; they grow to 30 - 36 feet, perhaps larger. They are social and

based on track ways, show up to three large animals. It moves 3 hexes, has a toughness of 7, and takes a damage of 15.



***Ceratosaurus*** occurrences: 1%.

It is smaller, solitary, and rare, possibly favoring a swampy environment. It has a distinctive nose. It moves 3 hexes toughness 5, damage 10.

**GM option:** Have it show up at rivers or kills.

## GM Options

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***Coelurosaurus***

The neck is moderately long with a long tail very long. Thumb and claw are stout and outer finger slender. Legs are moderately long. They are common element in the fauna like canids today. These are the generic small pack hunters like ***Compsogathus*** or ***Ornitholestes*** (alternate use baby allosaurs). They are attracted by the smell of killed dinosaurs. One turn after the hunters kill a plant-eater, a pack (2-12) coelurosaurus will appear on an even roll of the die and they will all be in one hex. It moves 1 hex with toughness of 2 and takes damage of 1.

Will attack if fired on or if hunters get within 2 hexes of pack. They are small and fast so -10 to hit. Hand to hand combat starts when they enter the same hex as the hunters. Each coelurosaur attacks the hunter(s); roll of D6: 1 – 2 kills it; 3 –

4, it runs away; 5 – 6 bites does 1 damage to hunter.



### ***Goniopholis***

Crocodile relative ***Goniopholis*** lived in North America, Europe, and Asia, and was very similar to the American Alligator. They were over 12 feet long. Crocodiles become widespread in the Jurassic and get really big in the Cretaceous. They are present in all bodies of water. When party is in a river, roll D10 and if the result is 10, then roll D6 – 3 crocodiles attack. Place figure(s) behind the hunters. Each croc does 1 D6 damage to a hunter. It moves 1 hex; has a toughness of 5, and takes damage of 8.



### ***Rhamphorynchids***

Rhamphorynchids are the small-tailed flying cousin of the dinosaurs. Occurrence is 1 D6. They move 5 hexes and have a toughness of 2 and takes damage of 2. A flock is disturbed by the hunters coming near their roost or firing guns. When they attack, D6 – 2 turns. Attacks the hunter; hand to hand combat; roll a D6 1 – 2 hunter kills it; 5 – 6 bites does 1 damage to hunter.

## Alternative to Cards

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Roll D10 twice.

Name	Encounter	Occurrence
 <b><i>Apatosaurus</i></b>	01 - 10	D6 - 5 GM option for young
 <b><i>Brachiosaurus</i></b>	11 - 15	D6 - 3
 <b><i>Camarasaurus</i></b>	16 - 25	2 + (D6 - 2)
 <b><i>Diplodocus</i></b>	26 - 35	D6 - 2
 Young sauropods	36 - 40	D6 - 2
 <b><i>Allosaurus</i></b>	41 - 54	D6 - 3
 <b><i>Ceratosaurus</i></b>	55	1

Name	Encounter	Occurrence
 <p><i>Stegosaurus</i></p>	55 - 65	D6 - 4
 <p><i>Goniopholis</i></p>	GM option	D6 - 3
 <p>Coelurosaur</p>	GM option	2 D6
 <p>Rhamphorynchus</p>	GM option	D6